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**Aberson**

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(54) **METHOD AND SYSTEM FOR CREATING TRADING CARDS**

(76) Inventor: **Nathan G. Aberson**, 2099 Ellwyn Dr., Atlanta, GA (US) 30341

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(52) **U.S. Cl.** ..... **707/104.1; 707/9; 707/103 R; 707/517; 707/530**

(58) **Field of Search** ..... **707/9, 100, 200, 707/517, 530, 104.1; 705/26, 77; 463/1, 44; 709/217, 219, 227; 273/293; 358/296**

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*Primary Examiner*—Shahid Al Alam

(74) *Attorney, Agent, or Firm*—Sutherland Asbill & Brennan, LLP

(57) **ABSTRACT**

Statistical data relating to the performance of a person in an activity, such as a sporting activity, may be stored in a memory storage device. One or more digital images may also be stored in the memory storage device along with pre-defined trading card templates. A template comprises a pre-designed arrangement of statistical data fields and at least one image field. A trading card is created by importing selected statistical data into the statistical data fields of the template and importing a selected digital image into the image field of the template. Statistical data relating to a plurality of people may be stored in the memory storage device so that the statistics of one person may be compared to those of another person. A finalized trading card may be stored as a card file in the memory storage device. The user may print the card file to a local printer or may submit a request for a professionally printed version of the trading card. The card file may be transmitted to a professional printing service provider. The system and method may be practiced in a stand-alone computer environment or in a distributed network environment.

**43 Claims, 12 Drawing Sheets**

